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In the Claims

This listing of claims will replace all prior versions, and listings,

1.   (Canceled)

2.   (Canceled)

3.   (Currently Amended) A method for effecting a connection between a user node ~~on a first network~~ and a destination node on the first network with an audio program ~~provided via the first network from a content provider at a content provider node on the first network, wherein the user node and destination nodes as well as the content provider node are all on a common network using a~~
5   ~~common network communication protocol~~, comprising the steps of:

playing at the user node the audio program ~~provided via the first network from the content provider node, the audio program~~ having ~~perceivably~~ embedded therein a unique header code, the user node further includes user ID information that uniquely identifies the user node;

detecting the unique header code at the user node during the playing of the audio program
10   at the user node;

in response to detecting output of the unique header code during playing of the audio program at the user node, without user intervention assembling the unique header code into a message packet and transmitting information regarding the unique header code over the first network to an intermediate node on the first network, and also transmitting the user ID information to the intermediate
15   node;

matching the received information regarding the unique header code with routing information stored in a database at the intermediate node and matching the received user ID information of the user node with the stored profile information in the database associated with the received user ID information, which routing information defines the location on the first network of a plurality of
20   destination nodes, the database having stored therein a correspondence between unique header codes and select ones of the destination nodes and wherein the database includes a stored profile which is associated

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therein with the user ID information of the user node; and

if there is a match between the received unique header code and a unique header code stored in the database, causing the destination node and the user node to be connected over the first network with the corresponding routing information, such that the destination node can transmit
5   information to the user node, the step of causing the destination node and the user node to be connected if there is a match comprises:

transmitting back to the user node the routing information determined to be stored in the database and corresponding to the received unique header code as associated with the information regarding the unique header code at the intermediate node and appended thereto the
10   stored profile information,

the user node utilizing the received routing information to effect a connection to the destination node from the user node and transmit thereto the received stored profile information, and

the destination node, in response to being connected to the user node via the
15   routing information, operable to transfer information to the user node .

4.   (Previously Presented) The method of Claim 3, wherein the unique header code is an audible code.

5.   (Previously Presented) The method of Claim 3, wherein the unique header code comprises a unique tone.

6.   (Canceled)

7.   (Previously Presented) The method of Claim 3, wherein the first network comprises a global communication network.

8.   (Canceled)

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9.   (Canceled)

10.   (Canceled)

11.   (Canceled)

12.   (Currently Amended) A system for effecting a connection between a user node on a ~~first~~
network and a destination node ~~on said first network~~ with an audio program ~~provided via said first
network from a content provider at the content provider node on the first network, wherein the user node
and destination nodes as well as the content provider node are all on a common network using a common~~
5   ~~network communication protocol~~, comprising:

a unique header code ~~perceivably~~ embedded within said audio program ~~provided via said
first network from the content provider node~~, said audio program playing at said user node<u>, wherein said
user node further includes user ID information which uniquely identified said user node</u>;

a detector for detecting said unique header code at said user node during play of said audio
10   program at said user node when received;

an intermediate node disposed on said first network for receiving information regarding
said unique header code, said information regarding said unique header code <u>and said user ID
information</u> being assembled into a message packet and transmitted without user intervention over said
first network to said intermediate node in response to said detector detecting output of said unique header
15   code during play of said audio program at said user node;

routing information stored in a database at said intermediate node<u>, in addition to a stored
profile which is associated therein with said user ID information at said user node</u>, such that said routing
information is matched with said received information regarding said unique header code, which said
routing information defines a location on said first network having a plurality of destination nodes, said
20   database having stored therein a correspondence between said unique header codes and select ones of
said destination nodes<u>, and the received said user ID information of said user node is matched with stored
profile information associated with said received user ID information</u>; and

if there is a match between said received unique header code and a said unique header

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code stored in said database, ~~said routing information determined to be stored in said database and~~ ~~corresponding to said received unique header code as associated with said information regarding said~~ ~~unique header code at said intermediate node with said matching profile information is transmitted back~~ ~~to said user node, said user node utilizing said received routing information to effect a connection to said~~
5 ~~destination node from said user node and send thereto said matching stored profile information, said~~ ~~destination node in response to being connected to said user node via said routing information is operable~~ ~~to transfer information to said user node causing said destination node and said user node to be connected~~ ~~over said first network with the corresponding said routing information such that said destination node~~ ~~can transmit information to said user node.~~

13. (Previously Presented) The system of Claim 12, wherein said unique header code is an audible code.

14. (Previously Presented) The system of Claim 12, wherein said unique header code comprises a unique tone.

15. (Canceled)

16. (Previously Presented) The system of Claim 12, wherein said first network comprises a global communication network.

17. (Canceled)

18. (Canceled)

19. (Canceled)

20. (Canceled)

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21.(New) The method of Claim 3, wherein the transmitted information regarding the unique code comprises substantially all of the unique code.

22. (New) The system of Claim 12, wherein said transmitted information regarding said unique code comprises substantially all of said unique code.

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